

VOLUME 1



ISSUE 1

# PS•X

THE PLAYER'S MONTHLY GUIDE TO SONY'S PLAYSTATION

Dimension

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Sony takes PlayStation gaming to the "Extreme"!

## IN THIS ISSUE:

**RATED:** A dozen games reviewed, including: Agile Warrior, Destruction Derby, PGA Tour '96 and more.

**CLUSIVE:** Sony's amazing NFL GameDay looks to set the next generation football standard.

**PORT:** The premiere of "Impact"...the hottest P5 gaming news from Japan.

**PECTING:** Previews of Viewpoint, High Octane, Twisted Metal, Tekken and more.

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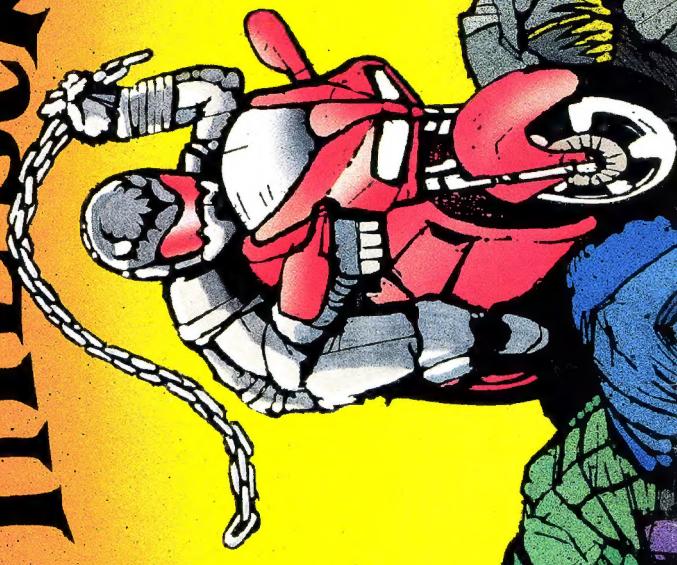
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# ROAD RASH

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# VOLUME 1 • ISSUE 1 NOVEMBER, 1995

## TELL US WHAT YOU REALLY THINK

X-Treme:

Page 6

In this issue, we spotlight Sony's "ESPN Extreme Games" ...no pun intended!

X-Cclusive:

Page 10

This month, it's down to the playing field with "NFL GameDay", Sony's bid to dominate the next gen. football market.

X-Pecting:

Page 12

Some of the hottest titles coming to the PlayStation this X-mas are featured in our previews section.

X-Rated:

Page 24

A dozen games are reviewed in our first issue, including Virgin's amazing "Agile Warrior and Psygnosis' "Destruction Derby".

Impact:

Page 51

The premiere of "Impact" features Kei Kuboki's summation of the state of PlayStation gaming in Japan.

## DIMENSION PS-X



Welcome to the first edition of Dimension PS-X, the player's monthly guide exclusively dedicated to the world of PlayStation gaming. As I write this, Sony has just announced that first weekend sales for PlayStation hardware were over 100,000 units. We are very "X-cited" about the future of gaming on the PlayStation and look forward to many years of giving you the most accurate, honest appraisal of all PS software and accessories. If you are one of the 100,000 noted above, you already know how lucky you are and what a quality machine you have purchased. For you, we offer the definitive editorial evaluation(s) of PlayStation products and the latest breaking news from America and Japan. It is our goal to guide you in your software purchases and to provide you with unbiased, timely editorial that saves you both time and money. And, for those of you considering the purchase of next generation hardware, we aim to give you all of the ammunition you will need to make an informed hardware purchasing decision and to help make the PlayStation the most enjoyable video game experience possible.

This first issue features a ton of great software that you will definitely want to check out in the coming

months. You want sports coverage? The premiere includes our X-clusive look at Sony's "NFL GameDay", and our X-treme cover feature on what we consider to be one of the top titles coming to PlayStation this year, "ESPN Extreme Games", which shipped to retail with the hardware launch. Also, EA Sports' "PGA '96" gets the twice-over in our review section (X-rated) this month. And quality titles like "Wipe Out", "Destruction Derby", "Jumping Flash" and "Viewpoint" fill-out our editorial pages. In addition, we believe that you will find our exclusive Japanese market coverage, courtesy of 24 Kreations and Kei Kuboki, is without peer...and that it contains pictures and information you won't find anywhere else. I invite you to browse through our maiden effort and to take a quick glance at the editorial masthead. I believe that we have assembled the most talented editorial team in the business and that you will find our reporting style fresh and inventive. I hope that you will make your opinions known through our reader mail section (X-mail) starting next month and, over the coming months, let us know how we are doing, as the PlayStation market grows and grows and so does Dimension PS-X.

D. Winding

DIMENSION PUBLISHING, INC. PRESENTS

# DIMENSION PS-X

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# ESPN EXTREME GAMES

PUBLISHED BY SONY COMPUTER ENTERTAINMENT

Welcome to the first edition of "X-treme". The focus of this feature is on what we believe to be the most significant, unique, new product coming to market during the month. I would like to start off by stating that the title of this section of the magazine and the title of the premiere feature game are purely coincidental (besides, we spell ours with an "X"). That being so stated...on with the show.

I don't think that anyone in Sony's Foster City, CA offices, or at their development arm in San Diego, would disagree that the original inspiration behind the design of the product was Electronic Arts' Mega-hit, "Road Rash". Sony's "ESPN Extreme Games" owes much to the fine quality of that title. This, seemingly, would take away from the "unique" qualification for this feature that I mentioned earlier, but...read on!

The essence of Extreme Games is that it is a high speed racing and hand-to-hand combat game that is loosely based on the "made for TV" competition. The player has the opportunity



**X-TREME**



to compete, using a skateboard, inline skates, a mountain bike or street luge, against 15 other racers who are using a mixture of this equipment. The player can choose to participate in the competition as any one of the sixteen different characters, each having their own equipment specialty. As you move through a season of competition, you earn money, depending on order of finish and the number of "gates" that you successfully negotiate during the competition. This money will allow the player to upgrade his equipment as he pockets the cash, thus making him more competitive as the season cycles through the five courses, each featured multiple times...again, very similar to RR.

What Extreme Games does take the beginnings of the style pioneered

by Road Rash and moves the experience to a much higher level. The game features five absolutely gorgeous circuits, including circuits in San Francisco, Lake Tahoe, South America, Italy and Utah (my personal favorite being the "Indiana Jones-like" South American course), that have you bobbing and weaving through obstacles that range from cans and moving race signage, to falling boulders, tumbleweeds and chickens (road kill!). The character and object animation is nothing short of brilliant, and the five featured tracks are long and are graphically diverse along their respective routes.

But the way that Extreme Games really shows its stuff is in its fantastic play mechanics and strategy...this is where Sony's internal design team





have really challenged their competitors to raise the level of sophistication of their products. The game plays like a dream, allowing for full usage of the PlayStation controller. In order to keep pace with your competitors, you have to, depending on your chosen piece of equipment, accelerate (or "push") your bike, blades, or board when on straightaways or going uphill, hold down a button to coast and glide when working curves, jump over low obstacles and duck under high ones... all while using your high and low "L" and "R" buttons to punch and kick racers on your left and right! At first, it is difficult to manage all of the controls simultaneously but, after you get the hang of it, you will be amazed at the depth of the play mechanics in what would normally be a simple, arcade-style, racing game. The best part is the visceral thrill that you get when causing the premature face-plant of one of your competitors... particularly guys on street luges, they are the most persistent and annoying of the bunch.

The other outstanding characteristic of Extreme Games is the subtle strategy that really puts the game in a class by itself. I believe that the real key to success, as you move through season play in the game, lies in the planning of how you will use your



# X-TREME



earnings. If you choose a character that is great on a skateboard, your first inclination would naturally be to upgrade your skateboard as you begin to pull in the greenbacks...not good. What you really need to do is upgrade the equipment that you are less skilled on, thus allowing you to compete more effectively on given courses. Yes...that's right! The terrain of the course(s) helps dictate the equipment that you should use in competition! More than any single feature, the strategy invoked in the interweaving of character specialties and course demands is really what makes ESPN Extreme Games the

**Extreme Games**



### The Bottom Line...

What Extreme Games does, is take the beginnings of the style pioneered by Road Rash and moves the experience to a much higher level...In summary, if you are buying a PlayStation, buy ESPN Extreme Games. It is one of the best titles that will be appearing this holiday season and one of the best reasons to buy the system.



quality product that it is.

Did I mention that you can also determine the equipment that your 15 competitors use? This is a great way of handicapping the computer or your human opponent in two player mode - two player mode being executed in a horizontal split-screen competition that is also extremely fun to play.

In summary, if you are buying a PlayStation, buy ESPN Extreme Games. It is one of the best titles that will be appearing this holiday season and one of the best reasons to buy the system.

D. Winding

# NFL GAMEDAY

PUBLISHED BY SONY

Sony is readying "NFL GameDay" for a November release on the PlayStation, the first major sports title that we have had the pleasure of receiving inside the walls of Dimension-PSX...and it looks like a winner!

Sony has secured both NFL and NFLPA licenses for this title and the San Diego based development group has created a new, real-time, 3D environment, specifically for the PlayStation. The TV style presentation, even at this early juncture, is the most realistic and visually exciting that we have seen. GameDay features 3 different playing perspectives, player ratings in a number of offensive and defensive skill categories, the ability to trade players and sign free agents, all 30 NFL teams (including the new expansion Jaguars and Panthers), exhaustive game, individual, team and season statistical tracking in every major offensive and defensive category, and a realistically structured playbook that was developed by Steve Bono of the Kansas City Chiefs.

The key to success in any football simulation lies in the fight that the computer opponent(s) give the player over the course



of a season; this has not been lost on the design team. "We have pushed the envelope in terms of the quality of the gameplay experience" said Kelly Ryan, Sony's Product Manager on NFL GameDay. He continued. "From the game's advanced 3D engine, to the realistic reactions of the crowd, to the incredibly deep AI that our designers and programmers have developed, we feel that NFL GameDay is going to be hot! And it will be the football game to beat on the PlayStation in '96."

I first got a glimpse of the playable GameDay in August at Sony's San Diego office and recently had some hands-on playing time with Elvis Grbak, the 49'ers QB behind Steve Young, at a northern California home show. He was impressed with the level of realism present in GameDay, and so are we. What you see before you are screen shots from the four hours of playing time I got in, on the beta version of GameDay, before we went to press. Mr. Ryan was right...it looks hot!

We will be back next month with our editorial evaluation of NFL GameDay and, hopefully, a head-to-head comparison with EA Sports' "Madden '96" ...it's going to be intense!

D. Winding



# XCLUSIVE





# TEKKEN

NAMCO • AVAILABLE 4th QUARTER

What came first, the chicken or the egg? The same question could be asked of Namco's arcade fighter, "Tekken". If you open up the arcade version of the game, you will find the guts of a PlayStation lurking inside. This is a very good thing. The arcade game has been one of the top coins spinners of '95 and, as you would expect, the PlayStation (home) version is a dead-ringer for the arcade game. Tekken features 8 different fighters and 9 bosses, all competing in a series of arenas, in 4 different viewpoints. Tekken also features amazing animation, with speeds up to 60 frames per second in a real-time, 3D world. The game has been available in Japan for some time now, but American gamers will be in for a real treat when this one-on-one fighter arrives on our shores this fall. Look for our review in the December issue of Dimension-PSX.



# CRIME CRACKERS

SONY • AVAILABLE 4th QUARTER

Sony's "Crime Crackers" was one of the most popular titles in Japan when the system was launched there last November. This first-person, action/adventure has the player moving through a series of levels within a futuristic environment, where any wrong choice can be your last. Making use of a very intuitive interface, and all of the PlayStation controller's buttons, Crime Crackers allows the player to choose between one of three different characters in his party; each with his or her own strengths, weaknesses and special weapons. The smooth-scrolling environment is very colorful and detailed and the enemies are particularly unique. Crime Crackers will be available at retail later in the fall, and we should have a review of the game in our December issue. For more information on this and other Sony titles, you can always contact the PlayStation home page at <http://www.sony.com>



# X-REACTING

# I SEE THE WORLD AS MY VERY OWN EMPIRE

FILLED WITH UNCLE DWYRS, EYES AND OTHER CRAZIES THAT ALL  
EXIST FOR THE PURPOSE OF HELPING ME DIVIDE THE LINES

OF CHAOS. SO DON'T BE SURPRISED IF I ALREADY WANT TO SEE YOU WITH ME.

I HAVE TO GET TO THE

OLD PLAYSTATION

**WARHAMMER**  
shadow of the horned rat

With a slew of battle scenarios, fully-mapped 3D graphics and the thrill that only comes from leading a bunch of mutants into war, it's no surprise people find

Warhammer: Shadow of the Horned Rat™ to be, shall we say, a bit mind-altering.



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MINDSCAPE

# HI-OCTANE

EA • AVAILABLE NOVEMBER

"Hi-Octane", from the prolific UK developers Bullfrog, is a high-intensity, high-speed and high-stakes competition where you take to the air in an all-out war; as you attempt to cross the finish line first. Competitors will fire everything at you but the kitchen sink over five different courses. Season and head-to-head play is supported and there are six different featured hovercraft. The game features real-time, 3D circuits where the player can take shortcuts or fire through the course in reverse (doesn't do much for your placement in the race, but it's kind of cool that you can do it). Electronic Arts is publishing the title in the United States and, if the game is nothing more than a direct port of the incredible PC version, new PlayStation owners are going to be in for a real treat (our sources tell us that it is even better!). Look for Hi-Octane to hit retail near the end of November, and for a hands-on review of this hi-tech racing game in the December issue of Dimension-PSX.



# LOADED

INTERPLAY • AVAILABLE NOVEMBER

Interplay's "Loaded" looks to be one of the more desirable original titles coming to the PlayStation this holiday season. The game takes the basic, carnage-filled gameplay of titles like "Doom", and treats it to a new perspective. The game features an isometric, "top-down" look that the player can scale in and out to the desired level. The gameplay finds the player cast in the role of one of six different characters (the preview version of the game that we received had three of the six in) as you move through a series of mazes, looking for different colored keys and for the way out. Loaded is being developed by Gremlin in the UK, the designers of "Slipstream 5000" and will be available in November. Look for our review next month.



# X-RACING

# WHEN I'M NOT BUSY EXTRACTING MOLARS

FLY IN JETT JETT IN SPACE FIGHTER OR MECHANIZED WARRIOR SUIT

AND SAVE THE EARTH FROM AN ANCIENT ALIEN RACE. WHEN I'M FINISHED,

I SEE THE STREETS OF MY PLAYSTATION ARE HOME TO THE MEN AT WORK.

SO I CAN SPEND MY KIDS' MONEY ON EVER LASTING GAMES.



seamlessly rendered graphics and three types of gameplay.

You just might want to keep to yourself. (However, if you still desire to join the Men At Work fan club, might we suggest Loverboy, Twisted Sister or Milli Vanilli.)



to the Men At Work fan club, might we suggest Loverboy, Twisted Sister or Milli Vanilli.)



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# SHELLSHOCK

US GOLD • AVAILABLE DECEMBER

US Gold's "Shellshock" finds the player behind the controls of a fully armored M-13 Predator Battletank. According to US Gold's press release, "In a time when the little guy is being crushed by injustice and corrupt politicians, a mysterious, rag-tag group of highly trained commandos, known as "Da Wardenz", emerges out of nowhere to stand up for those in need of help." Well, ok! This would be accomplished, one assumes, behind the wheel of that big ol' tank mentioned earlier. Shellshock, developed by the good folks at Core Design Limited, is presented in a first-person, texture-mapped environment that drops you right in the middle of the action. It features 25 different missions, spread-out through different geographical locations worldwide, a hip-hop soundtrack courtesy of "Bar None", the rap group fronted by San Francisco Forty Niner running back William Floyd, and graphics that have been generated entirely on SGI workstations. Shellshock is scheduled for a late November, early December release to retail. Look for an editorial review of Shellshock in the January issue of Dimension-PSX.



## MIKE'S TIP #2 COMBO MODE

PERFORMING A VARIETY OF MOVES ACTIVATES 'COMBO MODE'. THIS ALLOWS YOU TO LAUNCH SPECIAL DEVASTATING COMBO MOVES FROM THE HEADHOLD. MOST COMBOS START WITH TOWARD TOWARD AND A BOTTOM PRESS.



## WWF WRESTLEMANIA

ACCLAIM • AVAILABLE OCTOBER

In October, Acclaim Entertainment will release "WWF Wrestlemania: The Arcade Game" for the PlayStation. This translation of the hit arcade game will feature fully rendered, digitized graphics, realistic (and not so realistic) wrestling moves, statistical tracking and play-by-play provided by Vince McMahon, Jerry "The King" Lawler and Howard Finkel and full-motion video of the wrestlers. In addition, the game features two-on-one and three-on-one bouts, as you make your way to the Intercontinental or World Wrestling Federation titles, and strategies offered by the design team as you make your way through championship competition. There are a ton of secret moves, featuring up to 30-hit combination moves with eight different wrestlers to choose from. We will feature a thorough review of WWF Wrestlemania in our December issue.



# XRECKING

WHEN YOU'RE SHICKING LASERS FROM INTERGALACTIC

SIRSHIPS, YOU ARE WHIZZING BY YOUR FEETON EK.

# SWARM OF SUPERSONIC YELLOW JACKETS

ON RACE DAY, IT'S IMPORTANT TO BE AS AERODYNAMIC AS POSSIBLE.

THEREFORE, I SHAVE MY ENTIRE BODY BEFORE EVERY RACE. AND WHEN

I'M FINISHED, I SIMPLY LEAN THE SHAVING CREAM OFF MY MIRROR AND

TOP IT OFF WITH A CYBERSTATION.

*CyberSpeed*



Oh, the

an

tex

SOLO



# ASSAULT RIGS

PSYGNOSIS • AVAILABLE 4th QUARTER

For those of us who have been playing video games for some time now, Psygnosis' "Assault Rigs" will bring back fond memories of some early Atari 2600 titles, namely "Robotank", "Combat" and "Battlezone" - search and destroy missions that always had something lurking around the corner. Assault Rigs is a very cool, modern take on this classic video game theme. In this futuristic, first-person tank combat game, the player must negotiate an almost endless series of mazes, destroying everything in his path. There are multiple tanks to choose from, three different viewpoints from which to play, and a number of different weapons at the player's disposal. Psygnosis has quite a few PlayStation titles scheduled for release this year, and Assault Rigs looks like it has the potential to be one of the best of them. Look for an editorial evaluation of Assault Rigs in either our December or January issue.



## KRAZY IVAN

PSYGNOSIS • AVAILABLE 4th QUARTER

Have you ever wanted to sit behind the controls of a 2 ton, heavily armed robot ("mech"), dispatching of other robot-types with an incredible arsenal at your disposal? Of course you have! In "Krazy Ivan", another promising title from England's Psygnosis, the player embarks on some heavy hand-to-hand arena combat, the likes of which has never been seen by these guys' ideological grandparents (i.e., "Ultra Man" and "Godzilla"). The game is presented in a first-person perspective, with weapon changes occurring on the fly. The early playable that we received showed off some very cool enemy robots and fluid animation, not to mention an amazing array of weaponry, and a good sense of humor. Krazy Ivan is scheduled for release before the end of the year. Look for our detailed, hands-on review in our December or January issue.



# XREVIEW

# DEFCON-5

DATA EAST • AVAILABLE 4th QUARTER

Data East's "Defcon 6" is one of the more aggressive efforts set to appear on the PlayStation this year. This first-person



X-Pecting • Page 19

As stated by Mike Meyers, director of product development for Data East USA, "This game is very hard to categorize. You've got great shoot-'em-up action, first-person perspective gameplay and lots of strategy"...and there you go...The game is being produced and developed by UK-based Millenium Interactive, Ltd. And should be available near the end of November. Look for our review of Defcon 5 in either the December or January edition of Dimension-PSX.

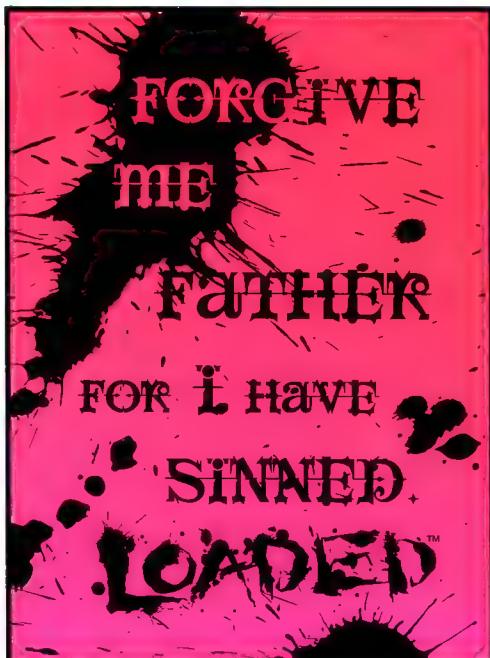


## OFF-WORLD INTERCEPTOR

CRYSTAL DYNAMICS • AVAILABLE OCTOBER

Crystal Dynamics will release "Off World Interceptor Extreme" for the PlayStation in October. This title, based on the original 3DO version of the game, is an interesting hybrid of 3D shooting action and 4WD racing, set against a inter-planetary competitive backdrop. Your basic goal is to make it across the finish line before the allotted time has run out. Where things get difficult, however, is

when the folks you're racing against start unloading chain gun fire, missiles, plasma balls and all sorts of other nastiness in your direction. Of course, you are stocked with the same goodies. So, the war is on and you've got to avoid and/or destroy anything in your path attempting to slow you down, in your pursuit of the finish line. If that's not enough, there's an end-of-level boss waiting for you at the end of each of the 5 planets' last stage(s). There are some nice improvements over the 3DO game in OWI...we'll let you know how many and how good next month.



# ROAD RASH

ELECTRONIC ARTS • AVAILABLE NOVEMBER

You don't have to go too far to find a gamer who will tell you all about the benefits of a good game of "Road Rash". Electronic Arts' perennial Mega-hit will be released for the PlayStation in November and, with the power of PlayStation, it looks set to best even the stellar 3DO version of the game. Road Rash finds the player cast as one of a number of motorcycle racers on the streets of five different courses. These highly illegal competitions have got the local law enforcement officials all shook-up, as the racers punch, kick and chain-whip each other in pursuit of the finish line(s). The heat gettin' in the way? No problemo...give him a little "love tap" and he's usin' gravel for dental floss. Along the way, bikes can be upgraded as the competition gets tougher and the courses get longer. One thing is for certain, PlayStation owners are not going to want to miss Road Rash this holiday season.



# SHOCK WAVE ASSAULT

ELECTRONIC ARTS • AVAILABLE NOVEMBER

In Electronic Arts' "Shock Wave Assault", you must defeat a "vast armada" of alien warships as they unleash their deadly assault on Earth. Then, after driving the enemy back, you chase them off into space and back to their planet. The first-person world that was originally brought to life on the 3DO is said to be more detailed, faster and smoother, with a larger polygon count. Shock Wave Assault features full, 360 degree movement, a scripted plot and storyline, and over 15 different missions to choose from. Although not particularly well accepted on the 3DO, the folks at EA are confident that the PlayStation version will win over PS owners and have them doing the "wave" well into the new year. Shock Wave Assault will be released in November. We should have a complete review of the game in our December issue.

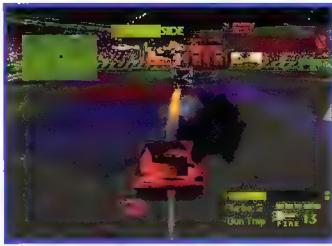


XPECTIVE

# **TWISTED METAL**

**SONY • AVAILABLE NOVEMBER**

It is the near future, and a man named Calypso is holding his annual contest on the streets of Los Angeles. (Have you



noticed that our bleak future in the movies is always centered in LA? ...just something to think about.) In order to win this battle of mechanical monsters, you must be the one left standing after all of the vehicles in the tournament have exhausted every last guided missile, and

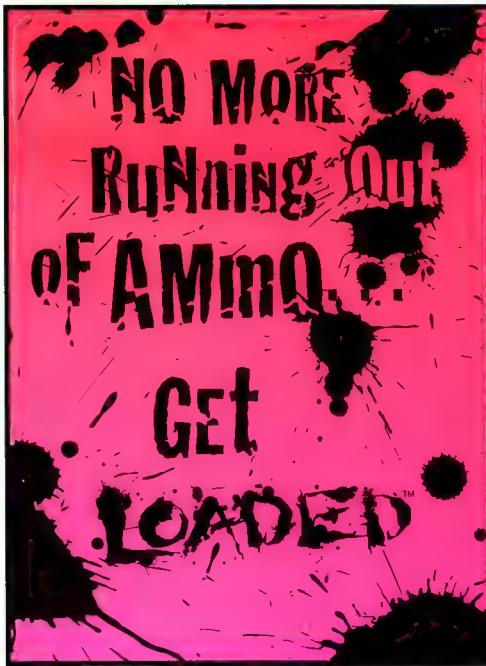


# **WAR HAWK**

**SONY • AVAILABLE NOVEMBER**

Moving through time and space like a Harrier Jumpjet, the "WarHawk" is set for air-to-air and air-to-ground combat through five different real-time worlds. In Sony's arcade combat game, developed by Single Trac (keep an eye out for their titles...these guys look hot!) you must take on the forces of a madman as a member of Strikeforce Omicron.

Warhawk looks to be another early winner for Sony. Although the acting in the cinemas leaves a lot to be desired, our time with the aircraft, in combat, has been a blast. Each of the 5 worlds features a specific search and destroy mission and, like many of the early Sony titles from America, make liberal use of the PS controller...allowing for a new level of play control. WarHawk is set for release in November, and we will critique the game in our December issue. Until then, enjoy these pic's.



# VIEWPOINT

ELECTRONIC ARTS • AVAILABLE OCTOBER

Although "Viewpoint" had only a brief, shiny moment as a coin-op (from SNK for the Neo Geo) a few years back, the excitement among gamers with regard to this isometric shooter has not lessened over time. By Halloween, PlayStation owners will be able to find out what all of that excitement was about, when Electronic Arts releases the game to the home market. Everything that was in the coin-op, including the two player simultaneous mode omitted from the home Neo Geo version, is in the PS game...and the PS version looks even better. Using SGI-rendered enemies and objects in true-color, the designers at EA have left no detail to chance as they painstakingly re-designed Viewpoint. For this preview, we received all six levels of the game...the only thing missing was the sound. We will review Viewpoint next month.



## THEME PARK

ELECTRONIC ARTS • AVAILABLE NOVEMBER

Bullfrog's "Theme Park" will be released for the PlayStation this November, by Electronic Arts. In this very deep and addictive title, players will be able to design and construct their own amusement parks, in an attempt to entertain kids of all ages...and dominate the world! What makes Theme Park unique and interesting is the absorbing business model underneath the gameplay. In the game, the player must build and maintain his theme park and, most importantly, keep the customers happy. To achieve this, you must negotiate union contracts, supervise choice and placement of attractions, monitor ticket prices and learn Disney-type lingo like "queuing". As you become profitable, better attractions become available to you, with your ultimate goal being to best the 40 competing theme park owners and establish a worldwide "chain" of theme parks. Sound interesting? We will have a review of Theme Park in the December issue.

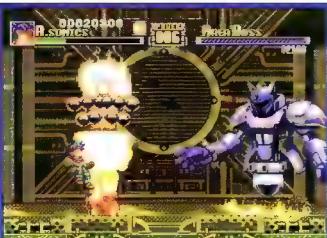


# XPECTING

# GUNNER'S HEAVEN

SONY • AVAILABLE NOVEMBER

"Gunner's Heaven" is one of the few side-scrolling action games coming to the PlayStation this year. This title, very sim-



ilar in nature and execution to "Gunstar Heroes" on the Genesis, is the American version of the game released earlier this year in Japan. Gunner's Heaven features non-stop shooting action from start to finish. There are a load of power-ups to be had along the way, and enemies



# RESIDENT EVIL

CAPCOM • AVAILABLE 1st QTR '96

Capcom's "Resident Evil" is a very dark, violent adventure that looks similar in nature to Interplay and Infogrames' "Alone in the Dark" series. The game is played from a series of third-person vantage points in which you control a gun-toting, polygon-based character through the rooms and hallways, shooting every zombie that you see. And, from the early

playable version of the game that we were given, this guy means business. When you unload on the zombies, blood spurts all over the place and, when you finally send them to their ultimate resting place, a pool of blood forms underneath the body...definitely not for the squeamish, but very, very cool! Resident Evil is currently scheduled for release in early '96. Look for more coverage over the coming months on this title, as it becomes available.



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Interplay™  
BY GAMERS FOR GAMERS™

# BATTLE ARENA TOSHINDEN

PUBLISHED BY SONY



Since I have both a foolish amount of free time and a moderate amount of disposable income, it should come as no surprise that I bought a Japanese PlayStation way back in May, along with a few games, including a 3-D fighting game I'd never heard of called "Tohshinden". After tripping out on the Tohshinden CD's black coating, I popped in the disc and tripped out s'more. The graphics—hubba hubba. The sound effects—loud and crisp. The Japanese speech—hilarious. (A couple of the characters even sounded like they were using English profanities.) Fast-forward four months, and to the American version of Tohshinden, now renamed Battle Arena Toshinden. My opinion? Same great game with a longer name.

Tohshinden has a cast of eight characters, each of them armed with a weapon, and a couple of them amazingly blatant rip-offs of characters from Street Fighter II. There's Run-Go, a buffer version of Guile who swings a massive club; Eiji, who could be Ryu's separated-at-birth twin; Sofia, a whip-toting, well-endowed woman who you've probably seen gracing Sony's magazine ads; Ellis, a green-haired girl

with a poufy transparent outfit; Kayin, who is to Ken as Eiji is to Ryu; Mondo, an experienced fighter with a big spear; Duke, a pony-tailed punk with a sword about as tall as he is; and Fo, an old man with a pair of claws that put Wolverine's to shame. There are also two bosses, Gaia and Sho, who can be played by entering the proper "secret" (until Sony releases them) codes.

Tohshinden has moves a-mundo: regular moves, special moves, combo moves, super moves, and desperation moves that can only be used when a character's energy gauge is so low that it's blinking red. The game is also 3-D in a big way: characters can roll left or right to dodge attacks, and the battle arenas are raised



X-RATED



3-D platforms, which means characters can fall off and instantly lose the match (similar to the "Ring Out" in Virtua Fighter). Unfortunately, the ability to roll leads to Toshinden's one major gameplay flaw: it's quite easy to tag your opponent with a couple of moves, then keep rolling left or right continuously to prevent him from counter-attacking. It's cheap, but it works.

The graphics are definitely the high point of Toshinden, showing off how easily the PSX can throw polygons around. My friends were having fun simply backing their characters away from each other so the screen would zoom out and show each arena in its entirety.



### *The Bottom Line...*



The verdict: Toshinden is visually flawless, and the gameplay is solid, although the matches can occasionally turn into an annoying game of hit-and-roll. Still, considering this is a FIRST-generation PlayStation title, it's freaking amazing, and I can see why Sony decided to use it as the cornerstone of their system-launching ad campaign.

89%



# MORTAL KOMBAT 3

PUBLISHED BY SONY



After the massive success (and Congressional interrogation) of "Mortal Kombat" in 1992, and the follow-up hit "Mortal Kombat II" in 1994, "Mortal Kombat 3" was one of the most highly anticipated sequels ever. When it hit the arcades in mid-1995, though, the public reaction was mixed at best. Some players detested the addition of the RUN button, referring to it as the "cheese" button; other players thought the new characters and fatalities were dorkus maximus (and here, I must agree); still others hated the new combo system.

Despite the complaints of the hardcore gamers, Midway claims that MK 3 has already made more money than MK II ever did, and it's no surprise that home versions of the game are about to arrive. What IS a surprise is that the PlayStation version of MK 3 is a next-generation "exclusive" of sorts—you won't see it on the Saturn (or 3DO) until next April, at the earliest. But is this exclusive really that big of a deal? Will MK 3 drive PS sales this Christmas?

Ah, but I still have 400 words to go, so let's get into the gameplay and return



to that question later. If you missed it in the arcades, MK 3 is a side-view fighting game with a whopping 14 digitized characters to choose from. Half of them are recurring characters from earlier MKs: the evil-as-all-git-out Shang Tsung, the steroid-laden Jax, the heart-ripping Kano, the voluptuous Sonya, the ice-cold Sub-Zero, and the kick-throwing Liu Kang and Kung Lao. The other seven are newbies: Sindel, a lithe and lanky witch; Stryker, a riot cop; Nightwolf, a hatchet-wielding Injun; Sheeva, a four-armed, seven-foot-tall Claymation creation; Kabal, a lightning-quick warrior with a striking resemblance to the Sandpeople from Star Wars; and Cyrax and Sektor, two cybernetic ninjas seemingly made from BMX



X-RATED



racing gear. In a one-player game, there are two big bad bosses to beat, and there's also a "secret" fifteenth character, Smoke, who's yet another cyber-ninja.

What does MK 3 have that the previous games didn't? First and foremost, the combo system. Players can string regular and special moves into lethal multi-hit combinations that can't be blocked, and that do a whopping amount of damage. Second, the code entry system. Before each match, a screen appears that lets players turn off throwing or blocking, play hidden mini-games, or reduce their opponent's energy — if they enter the proper codes, of course. Third, the block, punch, and kick buttons have been joined

by a RUN button that lets players sprint across the screen to attack. Fourth, each character has an Animality finishing move that morphs them into an animal before they messily kill their beaten foe.

So it has tons of characters, tons of features, great graphics and sound—but is it fun to play? Not as much as it could be. The unblockable combos are frustrating as hell; the new characters and fatalities are silly; and there are annoying pauses in the action when the game has to load finishing moves. (Why can't the PS store them in RAM?) Then again, the gameplay was never the main draw of Mortal Kombat; it's the blood and guts, and MK 3 certainly delivers that by the bucket-load.

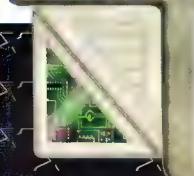
The verdict: Mortal Kombat 3 is a great conversion of a slightly above-average beat-'em-up. No doubt there'll be some raving loony MK 3 fans who buy a PlayStation just to experience the game at home. Me, I'd buy a PS because of Toshinden or Tekken, two fighting games that take the genre in new directions—and are more fun to play.

Z. Meston



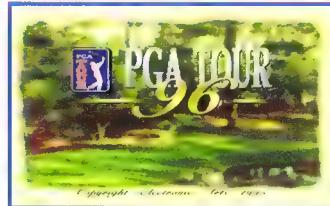
### The Bottom Line...

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# PGA TOUR '96

PUBLISHED BY ELECTRONIC ARTS

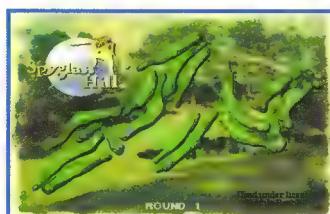


New PlayStation owners, of the sports aficionado type, are going to be thrilled with EA Sports' first offering for the system: "PGA Tour '96". I have been playing every game in the PGA series over the past four years, and the '96 version is, without question, the best game of golf that can be played indoors.

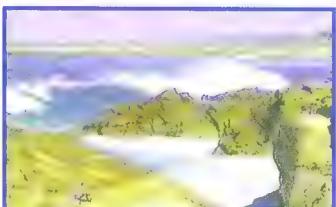
The PlayStation version of the game offers two courses: River Highlands, host of the Greater Hartford Open and Pebble Beach's Spyglass Hill, one of the courses in the AT&T Pebble Beach Pro-Am rotation. The courses are rendered with breathtaking detail and the feeling of actually striding the fairways and sizing up greens is without peer in the gaming world. What really makes the PlayStation version of the game stand out is the color palette. With 16 million colors at its disposal, PGA '96 brings a broadcast quality to the game that has been far beyond the reach of any gaming console, to date. Additional features include: the ability to play as (or against) one of 19 different PGA tour pro's in Stroke, Skins, Match and Tournament play; a new "Targeting Arc System" that

gives the player a transparent, 3D arc with which to plan his shot; a "Waggle" bar option that allows the player to more accurately depict the balance in a real golf swing; real-time fly-bys of each hole; instant replay; full statistical tracking; varying environmental and difficulty settings and much more.

Since I have been hacking around with all of EA Sports' 16-bit and PC golf product for sometime now, I am, admittedly, somewhat biased toward their mechanical representation of the game of golf. I have maintained all along, that their attention to detail in this series has made me a better golfer in real life. This was true of the Genesis and PC versions of the game and now it is true of the



X-RATED



PS adaptation; the difference is that the experience has never been this rich. From the hushed uttering of the announcer as you lean over that critical par putt, to birds chirping away and frogs doing ... well, frog type things, PGA '96 gives the player the whole enchilada: exacting gameplay, a realistic world to play in, and a heavy dose of addictive action true to the nature of the sport.

There are, however, a few negatives that I have noticed in the product - the main one being the difficulty of the putting game. This is, of course, a personal call. Putting is the most difficult aspect of the real game and reading greens the most challenging. The difficulty

curve in reading the green grid and contours, will no doubt extend the playing life of the game; but it does make it a tad on the frustrating side when you are first starting out. Add to this, the nature of Spyglass and you have a real challenge.

The bottom line is that EA Sports has set a standard for golf games on the PlayStation, right out of the gate. All challengers to the crown will have to have a copy of this game on hand, when they are beginning the design work on their products (in the gaming industry, a sign of the greatest form of flattery). When you go to your favorite software retailer and are looking for those first few titles to stock your PS library, don't miss PGA '96.



### The Bottom Line...

94%

EA Sports has set a standard for golf games on the PlayStation right, out of the gate. All challengers to the crown will have to have a copy of this game on hand, when they are beginning the design work on their products (in the gaming industry, a sign of the greatest form of flattery). When you go to your favorite retailer and are looking for those first few titles, don't miss PGA '96.



# DESTRUCTION DERBY

PUBLISHED BY PSYGNOSIS



Seeing the Reflections logo pop up at the beginning of "Destruction Derby" made me weep, but not because of an allergic reaction to logos. I was fondly recalling Reflections' magnificent Amiga platform game, "Shadow of the Beast", with graphics that were state-of-the-art in 1989, and are still pretty nifty in 1995. Would Destruction Derby show off the PSX like Beast showed off the Amiga, I wondered aloud (much to the concern of my friends in the room at the time)? The answer, fortunately, is "darn tootin' it does."

Destruction Derby is a racing game — no points for originality there — but it has a visual twist that's 100% guaranteed to entertain. When the cars in this game col-



lide — which is usually every half-second — the damage is rather strikingly presented. Fenders bend, doors buckle, and engines smoke as the drivers bash each other into comas. Now, we all know that people don't watch auto racing for the "thrill" of watching a car drive in a circle 200 times; they watch in the hope of seeing gnarly crashes. Destruction Derby provides that twisted thrill without the nasty side effects of injured and dead drivers.

There are four types of racing in Destruction Derby, starting with Wreckin' Racing. As the title implies, it's a combination of wrecking and racing; points are awarded both for winning races and for smashing your opponents. Merely smacking another car doesn't rate points, however; you need to hit an opponent so hard that his car spins at least 90 degrees. The bigger the spin, the more points awarded. You also get mucho points for wrecking an opponent's car completely. Stock Car Racing is merely Wreckin' Racing without the wreckin'; no points for destruction here. Time Trials is simply racing against the clock; no competitors and no destruction other than your own car. (And that's only if your driving really sucks.) Destruction Derby is the glorious highlight of the game — twenty cars in a circular arena, each trying to survive long enough to rack up points.

There are several options for each race type (my word count is getting tight, so pardon my brevity). In the racing modes, you can engage in a single practice race or compete in a championship season that takes you on five different tracks. (You get to race on new tracks as you advance



**X-RATED**



through the ranks.) In the Destruction Derby, you can play a Total Destruction mode where all 19 PS-controlled cars come after you. Psychotic, but strangely fun.

Up to 20 (!) players can race individually, but better still is the two-player mode (which requires two PlayStations, two TVs, two copies of Destruction Derby, and a link cable). In this mode, you can race as a team, in a one-on-one duel, or in a "tag" mode where all the PSX cars try to destroy one of you.

Describing the options in Destruction Derby is easy, but describing the game-play is even simpler: too much fun. This is one of those games that I have to put away when I'm working

away when  
I'm working

on an article, because I know that if I see it out of the corner of my eye, I'll take a "lunch break" and fritter away the next two hours on it. It's playable on two levels: If you just want to smash cars, it's the Destruction Derby mode, but if you want a strategic challenge, it's Wreckin' Racing.

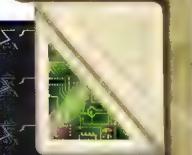
The verdict: Destruction Derby is a superb racing game with the irresistible graphic "hook" of watching your vehicle slowly degenerate into shrapnel on wheels. Like Shadow of the Beast, this game is (and I apologize for sounding like I'm trying to get quoted in the advertising) destined to be a classic.

Z. Meston

### The Bottom Line...

**93%**

The verdict: Destruction Derby is a superb racing game with the irresistible graphic "hook" of watching your vehicle slowly degenerate into shrapnel on wheels. Like Shadow of the Beast, this game is (and I apologize for sounding like I'm trying to get quoted in the advertising) destined to be a classic.



# WIPEOUT

PUBLISHED BY PSYGNOSIS



Psygnosis' "Wipeout" is a futuristic racing game where the player(s) pilots an armed hovercraft over a series of breath-takingly rendered courses. In this contest, you must use all of the racing skills and firepower at your disposal to try and finish among the top three competitors, in order to continue to progress through the season (in Championship mode). Power-ups come in the form of rockets, turbo's, mines, shields and missiles that are littered throughout the circuits. Additionally, the game offers two modes of play beyond the Championship season; Single race and Time Trial. There is both one player and two player, head-to-head, racing (through Sony's Link Cable), 4 different racing teams to join, each with two different alter-egos to pick from, 2 different classes of vehicle and 6 different courses. Wipeout is one of the titles that was wowing the industry at E3, and one that has been highly anticipated during the ensuing months.

As previously stated, the power in Wipeout comes from the circuit graphics. The rendered worlds are beautiful and very detailed. So much so that Wipeout will no doubt be one of those titles you pull out



when you are trying to impress your friend with the smart hardware purchasing decision you made. The racing craft are also rendered well. Play mechanics are limited to the basic nature of racing, with allowances made for the imagined nature of a hovercraft, and include the ability to use the upper "L" and "R" buttons to help maneuver your vehicle in closed-quarters (essential when navigating through track 3 and higher).

Everything sounds great, right? "A" game, 90%,+ quotes on the box, etc., etc...Well, one small problem...INTENSITY, or lack thereof.

Wipeout suffers from the inability of the design team to give the player that "seat-of-the-pants" thrill that is so critical



X-RATED



to arcade style racing. The game is challenging, with only three opportunities to qualify for a circuit before its game over (no save feature...even if you finish 1st on the Canadian circuit, then fail to qualify in the next race, you still have to restart in Canada). But the nature of the competition and combat just kind of rolls by at a leisurely pace. The only thing that really got my blood pumping was when I would "off" one of the vehicles that kept annoying me by sticking to my bumper.

If I had to isolate the single reason that the gameplay failed to grab me and shake me, it would be the music. The soundtrack is decidedly techno and really never

goes anywhere. It's

kind of like elevator music for the '90's...snooze inducing. Pump up the soundtrack and the score for Wipeout gets pumped up as well. As it stands, Wipeout is a superbly presented game that just misses the "must-have" mark because of the pedestrian nature of its gameplay environment, and the lack of long-term play value. Psygnosis has a fairly strong title on its hands, but one that is lacking in a few key areas. Ultimately, Wipeout will be compared to Bullfrog's "High Octane", a game VERY similar in nature and detail. Although Wipeout looks good, High Octane looks good AND is the better game.

D. Winding

### The Bottom Line...



As it stands, Wipeout is a superbly presented game that just misses the "must-have" mark because of the pedestrian nature of its gameplay environment, and the lack of long-term play value. Psygnosis has a fairly strong title on its hands, but one that is lacking in a few key areas.



# AIR COMBAT

PUBLISHED BY NAMCO



Flight simulations have always been somewhat of a mixed bag on home gaming systems. While home computers offer the best in realistic dogfights and true cockpit accuracy, most console gaming systems have been reduced to more arcade style translations and shoot 'em up faire. It is nice to see that this cycle has been broken, with the release of "Air Combat" for the PlayStation.

Hands down, the game is exciting to anyone who is into flight simulations. There are plenty of unique missions, numerous airplanes to choose from, and there is an amazingly cool two player, split-screen, one-on-one combat mode. While keeping the options in tact for the

most hardcore armchair pilots, it keeps the gameplay as easy to understand as possible. That isn't to say that there aren't a lot of options, but it is really easy to get the hang of things your first time in the cockpit.

The play control lets you get in there and work a dogfight to your advantage. Aside from the typical steering functions, you can speed up and slow down and track your location rather easily on a pop-up map. The control is a godsend for anyone who ever wanted to be able to maneuver easily and actually find their opponent in a dogfight.

The missions range from simple search and destroy, to protection and co-ordinated attack and offer plenty of challenge. The nice thing about the game,



# X-RATED



though, is that due to the two-player mode, you can just get in there with a buddy and shoot it out. Console based flying games have been lacking this option for some time and to see it executed so well is truly exciting.

The graphics are PlayStation standard, incorporating polygons and texture mapped into realtime 3-D environments that play through, flawlessly. The sound is good, adding verbal cues and advice as you fly through each mission. It really adds the feeling of being part of a flight crew. As mentioned above, the play control works very well, rounding out the game's appealing qualities. The choice of

planes (from Mig's to F-16's) and various missions, should appeal to flight sim fans, while the 2-player mode should bring in the competition jockies. Overall, this game is quite good and works as a hybrid flight-sim/action game.

G. Rubenstein



### The Bottom Line...

Hands down, the game is exciting to anyone who is into flight simulations. There are plenty of unique missions, numerous airplanes to choose from, and there is an amazingly cool two player, split-screen, one-on-one combat mode. While keeping the options intact for the most hardcore armchair pilots, it keeps the gameplay as easy to understand as possible.

89%



# NOVASTORM

PUBLISHED BY PSYGNOSIS



It is really easy to want to rip "Novastorm" apart. For one, it doesn't really play like you would expect a "next generation" game to play. When the game begins and the rich, texture-mapped backgrounds and rendered 3-D intro appear, one would expect the game to have the same qualities available for interaction during gameplay. Nope! The really cool texture-mapped 3-D movies play while the game is going; all you get to do is shoot at sprites that are overlaid on the screen.

Secondly, the game comes on two CD's, yet it does not contain vast amounts of gameplay. Nowadays, when the single CD boundary is broken, one would expect to find multiple levels, enhanced, interactive and video-heavy gameplay, or at least enough of a quality storyline to make things interesting. Unfortunately, Novastorm offers none of the above.

Major bummer! I know — the game comes on two CD's, features good music and above average 3-D animation, but when it comes down

to it — it's a shooter, and not a great one at that. It has some cool bosses (that are 3-D rendered) to shoot at, a good power-up system (but limited, because by the second level there are not any more power-ups to get, aside from the occasional smart bomb or extra life), and an overall challenge that will keep you interested the first time you play.

Sorry to say though that due to the lack of interaction, there isn't much to go back for a second time.

Even more disappointing is the game's simplicity and short length. Twenty minutes into playing the game for the first time, I found myself switching discs and going



X-RATED



to the second CD (where the levels get a tad harder). So for \$60, what you get is an okay first time playing experience that lasts about an hour; and even that is not worth the effort.

The worst thing about the game is that it does look like a "next generation" game from the casual players' perspective. Anyone who saw the graphics would assume that the game played in real-time 3-D and offered more than it does. The Playstation is capable of real-time 3-D texture mapped rendering and games like Toshinden and Jumping Flash handle it quite nicely. Both CD's, while not con-

taining massive amounts of levels, (which would be the game's saving grace) end up containing the introduction, intermission and quick-cut sequences that take you from place to place; not to mention the hundreds of different death sequences which all seem the same (the ship blows up against new backgrounds from different angles). It all looks good, but it adds nothing to the game itself.

Novastorm suffers even worse than most full-motion video games do. While most full-motion video games just don't work as traditional video games, Novastorm tries to enhance a standard shoot 'em up but fails in its execution. With the enemies coming at you and the terrain flying by, it's hard to really see things clearly and the sad thing is that just firing at random, will most likely get you through the game.

G. Rubenstein



#### The Bottom Line...

33%

Unless you need to own every PlayStation game on the market, don't buy this game! If you're really into shoot 'em ups, a rental could be warranted; but for the mostpart this is rehash at it's worst. It is definitely the black sheep of the PlayStation software library; good graphics and sound boost its rating to about a third of what a well balanced game would receive.



# TOTAL ECLIPSE TURBO

PUBLISHED BY CRYSTAL DYNAMICS



As a 3DO owner from way back — I'm one of those foolish early adopters who bought it at the not-so-low price of \$699 — I'm all too familiar with "Total Eclipse" (TE), one of the first 3DO games from Crystal Dynamics. This 3D shooter showed off the 3DO's then-unmatched graphic abilities, but it also had a few flaws. First, the gameplay was too slow and jerky, no doubt a result of TE being rushed to market. Second, TE had one of those annoying difficulty curves that grows at a nice, gradual pace for the first 90% of the game, then enters the "no way in Hell will I EVER beat this!" zone for the final 10%.



"Total Eclipse Turbo", Crystal Dynamics' first PS title, remedies both of these problems. The gameplay has been sped up, and the difficulty has been "fixed" with passwords given after every four of TE Turbo's twenty levels. Crystal Dynamics has also improved the full-motion video, which looks damn near VHS quality, although it has a peculiar "shimmery" effect that I've been noticing on most every PlayStation game's FMV. (Either that or I've been forgetting to take my medication again.) Most everything else about the two games is the same, from the in-game weapons, to the background music, to the darn cool end-of-world bosses.

A brief recap of the game's story; the Earth has been attacked by (gasps!) an evil alien race called the Drak-sai, who plan on blowing up the Sun, which will have the nasty side effect of plunging the Earth into eternal darkness and killing us all. You, as the pilot of the FireWing, are given a mission to battle your way to the Drak-sai's command ship, the Sun Dagger, and do that destruction thing. The FireWing can speed up and slow down (a nice feature for a shooter), it can do barrel rolls and, best of all, it can blow stuff up real good, with five different weapons and a screen-clearing smart bomb.

As I mentioned just two short paragraphs ago, TE Turbo has twenty levels, divided into five groups of four. You start on the aqua-covered planet of Aqueous Major, displayed on screen as undulating terrain covered



X-RATED



with blue and green texture maps. Aqueous Major is followed by the volcanic Magma Prime (orange texture maps), the sand-covered Solaris Centuria (yellow maps), the icy Polaris 5 (white maps), and the Sun Dagger itself.

If I seem just a little sarcastic about the game's graphics, that's because I am. All the levels (except the Sun Dagger) look the same after a while: a bunch of hills, an occasional mountain, a bunch more hills. For a PSX to display these graphics is like Arnold Schwarzenegger bench-pressing a Yugo; it's just not a hefty challenge. The sound

effects and music are also uninspiring, and lifted straight from the 3DO version.

The end result with Total Eclipse Turbo is that, although the game was groundbreaking two years ago, it is not quite as dramatic when placed against other PlayStation titles available at launch. TE is certainly not a bad game by any stretch of the imagination, but it isn't great either. If you've played the 3DO version of the game, then there won't be much here for you, but PS owners that are new to the next generation of gaming may want to give Total Eclipse Turbo a once-over.

Z. Meston



### The Bottom Line...

TE is certainly not a bad game by any stretch of the imagination, but it isn't great either. If you've played the 3DO version of the game, then there won't be much here for you, but PS owners that are new to the next generation of gaming may want to give Total Eclipse Turbo a once-over.



# POWER SERVE TENNIS

PUBLISHED BY OCEAN



I really, really wanted to like this game. Ocean's "Power Serve Tennis" does all of the right things. It offers outstanding, polygon-based characters, that are animated beautifully in the context of a true three-dimensional court, a number of different views from which to play the game, split-screen two player action and players that physically look like, and are modeled after, some of the better known pro's on the tour. I watched the demo and, being the sports nut that I am, found myself waiting breathlessly as I went through the options screens ... getting ready to play.

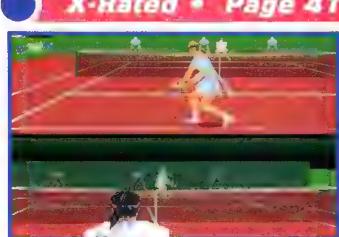
Then, I played. At first, I thought



that my incredibly pathetic performance was based on some play-mechanic learning curve, with which I was not quite familiar. I have played every tennis game on every platform dating back to the Atari 2600, but this is a new, 3D world and maybe there were some adjustments that I would have to make. I played my first set of Power Serve as the Agassi wannabe and failed to win a POINT against the Sampras wannabe. I was not ready to throw in the towel. I decided to give it a go against one of the women players to see if they played any differently...nope, I got waxed again. I started fiddling with the viewpoints, going to a true first person perspective, a static camera...anything to try and help the cause. I managed to improve slightly, scoring a few points in a three set loss...almost winning one game as I struggled to deuce on a number of occasions, but I still got spanked.

What was going on? Had my hand-eye coordination finally left me? I was persistent ... after playing the game for three hours (there are no difficulty settings in Power Serve), I retired. In analyzing my time with Power Serve Tennis, I have kept coming back to the same conclusion and evaluation. I play games for a living ... every day, every month, every year (it's dirty work, but somebody has to do it!), and I can't come close to succeeding in this game. If I can't do it, then I have to assume that it will be extremely frustrating for most of our readers. The game is just too hard

X-RATED



... to the point where the frustration level has you hating what should, and could, have been a great experience.

It's too bad because, with the challenge of the game adjusted, Ocean could have had a very strong launch title for the PlayStation. They give the player a good assortment of shots, including drops, top spin, cuts, lobs, etc., but the sprite detection seems to be off, when you are aligning your player to the ball ... just enough to make the game a frustrating, non-learning experience. The good news is that the two player experience is much better than

when playing the computer. Although I still experienced the same positioning problems as in the one player game, so did my opponent. Where the computer opponent didn't have to deal with these problems, the lamb on the other side of the net did. I think the two player game is closer to what the designers of Power Serve Tennis had in mind.

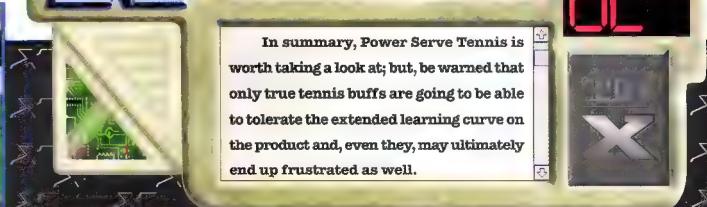
In summary, Power Serve Tennis is worth taking a look at; but, be warned that only true tennis buffs are going to be able to tolerate the extended learning curve on the product and, even they, may ultimately end up frustrated as well.

D. Winding



### The Bottom Line...

**In summary, Power Serve Tennis is worth taking a look at; but, be warned that only true tennis buffs are going to be able to tolerate the extended learning curve on the product and, even they, may ultimately end up frustrated as well.**



# JUMPING FLASH

PUBLISHED BY SONY COMPUTER ENTERTAINMENT

With the introduction of every new videogame system, comes a "run and jump" game that is non-offensive and appealing to a wide demography of game-players. Some, like Super Mario World and Sonic The Hedgehog, work in creating new twists on old genres; and others like Bug! and Gex, have varying levels of success, due to either straying too far from the genre or not going far enough. "Jumping Flash" on the PlayStation is a brave new entry into the field of platform games, and it works phenomenally well.

Like every good platform game, we have a cute and cool hero in Flash. It's hard to tell what he is exactly, but he comes across as a robotic, egg-looking rabbit, with jet packs that can jump really high. For whatever reason (which you can kind of figure out from the cryptic and campy intermissions) you have to go around the galaxy collecting carrot-shaped energy packs and eventually you progress to new levels and get to fight awesome bosses, by jumping on them.

What makes this game amazing, is that it is all in a first-person, 3-D per-



spective. It's like mixing "Sonic The Hedgehog" with "Pilotwings". The object of the game, and the gameplay, is quite basic and will draw in even the most novice player; but the new perspective is pure genius and will impress the most hardcore gamer. The challenge and strategy is definitely there, for those who want it, to play all the way through; but those who are looking for a casual thrill will get a kick of triple-jumping up really high and landing on an enemy.

The graphics look great. We're not talking high-definition texture mapping; but things are colorful and well drawn. The sound is good, with the music adding a nice, bubbly feel to the game (those



**X-RATED**



with a low-cuteness tolerance be warned). Both work together, using enough of the PlayStation's capabilities while keeping it simple enough that it is not overwhelming, or overdone in any way.

The variety of levels is not incredibly diverse, but each new level offers a unique challenge and it is really hard to get bored. The game is about the right length and it leaves you wanting more, while making you work to get all the way through.

As far as "PlayStation launch" titles are concerned, this is the most unique. It is also perhaps the best overall

PlayStation game that is



### *The Bottom Line...*

As far as "PlayStation launch" titles are concerned, this is the most unique. It is also perhaps the best overall PlayStation game that is currently available. With the game being around \$60 at most locations, it is a steal! It provides far more gameplay and "wow" factor than a lot of stuff out there for PlayStation. From the graphics and sound to the play control, this is THE PlayStation game to own.

G. Rubenstein



# RIDGE RACER

PUBLISHED BY NAMCO



Namco's "Ridge Racer" is, undoubtedly, one of the premiere, platform defining, titles on the PlayStation. Like "Jumping Flash" and "Toshinden", Ridge Racer gives the potential PlayStation owner that "this is unbelievable" feeling, which will push him to make the purchase. The issue at hand is merely one of "does it play as good as it looks?".

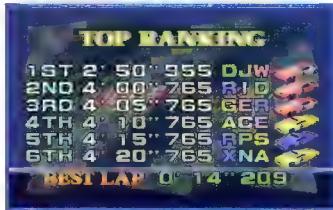
There is no question that Ridge Racer is the best technological advertisement for the PlayStation hardware. Its thousands of texture-mapped polygons, moving through the screen at rates of over 25 frames per second, give the player a feeling of "being there"



that is practically identical to its arcade parent. The cars look real, the course looks real and the driving experience is physically accurate. To those PlayStation owners who have enjoyed the arcade game, this will be an automatic buy. The only real question, when you are dropping \$60, is one of lasting value. The game features only one course. The nature of the competition is that you must finish in first place on the original version of the course and the two legs and time trial. Once you have completed the three additional legs of the original race, then you will be allowed to race the course backwards, offering a slightly different challenge. Some have criticized Ridge Racer for its lack of depth and the little graphic variation that the game offers; but I feel that these criticisms fail to recognize what really gives any game lasting value...addictive gameplay!

The feeling of speed, negotiating turns and passing other vehicles, has never been done as well, in any driving game, as in Ridge Racer. The game is challenging, without ever becoming overbearing (that is, until you reach the final leg of the reverse course) and the game can be more correctly defined as an "experience". Have you ever wanted to experience high speed, competitive racing? RR affords you that possibility...not an approximation, where your imagination has to fill in the blanks, but a "real" feeling of speed and head-to-head competition. The long term play value is also enhanced by (if you have the memory card) the ability to post and save your best lap and race

X-RATED



times on each leg and the 13 different vehicles that are present in the game. In my opinion, this is one of the game's true weaknesses. Unless you are an over-the-top racing buff, you are not going to come to grips with the handling on any of the cars, with the exception of cars #3 and #4; these are the ones to use if you want to successfully move through the game. The other weakness is a small complaint, in that the game offers two different views; one in the cockpit and one behind the car. The behind the car view is very difficult to play in, as the handling of the car seems to be affected by your perspective.



### The Bottom Line...

Ridge Racer is certainly one of the "must-have's" for PlayStation owners. I have been playing the game since I received my Japanese system last November and I still think it is one of the best PS games. Arcade racing fans won't want to be without it and more casual players will want to give it a try ... highly recommended.



D. Winding

You don't drive the same way as when you are in the cockpit ... and it really affects gameplay. The end result is that you will find yourself playing solely in the cockpit, except when going over a jump (where you will want to pull back so you can see your car flying over the asphalt).

Ridge Racer is certainly one of the "must-have's" for PlayStation owners. I have been playing the game since I received my Japanese system last November and I still think it is one of the best PS games. Arcade racing fans won't want to be without it and more casual players will want to give it a try ... highly recommended.

# AGILE WARRIOR F11-X

PUBLISHED BY VIRGIN INTERACTIVE ENTERTAINMENT



You will probably find that most of our competitors will be referring to "Agile Warrior F11-X" as a "flight sim"...this is what happened with Namco's "Air Combat", and I'm afraid that it's destined to happen again. Don't be fooled! Agile Warrior is pure arcade action, owing more of its inspiration to the arcade classic "Afterburner" than to any dedicated military sim.

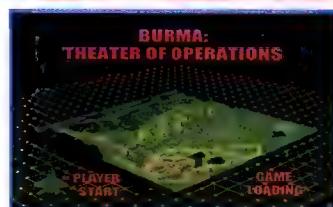
Sure, there's some strategy and planning involved in the game, namely that each conflict has its weapon(s) of choice. "Closing Time", for example, when you are taking out enemy Libyan camps; nothing delivers the bad guys to a better place like your old friend ... "Napalm". But, the primary focus in the game's seven missions (+ 3 bonus missions if you beat the first seven) is on blasting the hell out of everything you come in contact with...but very carefully. The game is designed so that you can have access to any one of the seven initial conflicts in any order you choose. These conflicts each have three or four primary objectives, which range from killing a wacko Russian general in his hideout, to con-

trolling drug trafficking in southeast Asia. The missions are extremely cool and lend a focus to all of the arcade action going on around you.

But it is the action all around you that you will really be interested in. The graphics on the enemy aircraft, bunkers, tents, buildings, foot soldiers, tanks, etc. are absolutely, blow-you-away, awesome! When you get an enemy in your sights and let fly, the explosions have to be seen to be believed ... no doubt in my mind...the best explosions ever in a video game. And, as an example of just how detailed the game is (and how twisted the folks at developer Black Ops are), when you shoot down an enemy jet, the pilot parachutes to apparent safety, only to have



**X-RATED**



to deal with your wrath as you point the guns at him! And the REALLY cool thing is that you don't do the obvious thing and drill him until he is a bloody pulp ...no, no, no ...you shoot his parachute straps, then he falls to his death! You can even track his flight as he drops like a stone! Absolutely fantastic!

Sound FX range from the screams of foot soldiers as you nail them, to the whoosh and propeller blades of enemy aircraft, to the most incredible explosions I have yet to encounter. And the soundtrack will have you pumped for all out war.

All of this wonderfulness comes at a price, however — that

being the time out of your life that Agile Warrior will absorb. This game is not for novices. It is an arcade and strategic challenge worthy of the most seasoned video game veteran. The best advice I can give you is not to be teased in to taking on random aircraft and ground troops. Your best bet is to concentrate on meeting your primary objectives and getting the heck out of Dodge ...on to the next mission.

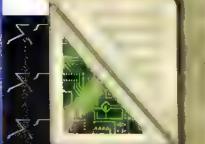
In an expletive ...You've got to have this game! Yeah, it's tough ...but more than worth the effort! Agile Warrior is not only one of the greatest games I have ever played ...it is the perfect Christmas gift for the passivist on your list.

D. Winding



### The Bottom Line...

All of this wonderfulness comes at a price, however — that being the time out of your life that Agile Warrior will absorb ...In an expletive ...You've got to have this game! Yeah, it's tough ...but more than worth the effort! Agile Warrior is not only one of the greatest games I have ever played ...it is the perfect Christmas gift for the passivist on your list.





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## Advertisers' Index

Acclaim .....	5, 64
Data East .....	48-49
Electronic Arts .....	2-3, 62-63
Interplay .....	19, 21, 23
Mindscape .....	13, 15, 17

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**THIS MONTH IN IMPACT...**

**Beyond the Beyond**

**ZeitGeist**

**Boxer's Road**

**Kaitei Daisensou**

**ZXE-D**

**Hermie Hopperhead**

**Plus!!**

The latest info. on

**Tohshinden 2!!**



**THE ULTIMATE FIGHTING CHALLENGE!!**

# Table of Contents

This Month in



Volume 1  
Issue #1  
November, 1995

- IMPACT EXPRESS INFO PAGE .....PAGE 53**
- ZEITGEIST .....PAGE 54**
- HERMIE HOPPERHEAD .....PAGE 55**
- ZERO DIVIDE .....PAGE 56&57**
- NEXT WAVE SOFTWARE LINE UP .....PAGE 58**
- DATABASE USERS CHART .....PAGE 59**
- BOXER'S ROAD .....PAGE 60&61**

## FROM THE EDITORS...

This is our first edition of Impact. Impact was created by the 24 Kreations, headed by Kei Kuboki. Kei's goal is to keep U.S. gamers informed with accurate information straight from Japan. Many publications confuse readers by putting Japanese and U.S. games together. By creating this dedicated "magazine within a magazine", we are able to avoid this confusion. Many of you may wonder why some big titles in Japan are not hits in the U.S. Why do Japanese people like to play RPG's, etc.? Over the coming months and years, we will try to answer all of your questions and, hopefully, reduce the culture gap between both countries in the gaming industry.

So, if you have any suggestions or questions, feel free to write to us and we will consider your opinions.

Finally, Impact would not have been possible without the efforts of the following people:

Chisato Furugaki, Shigeru Furugaki, Koli Shimano, Takahashi Bors., Yoji Kawaguchi, Yoshikiki Tokunaga, Takahiro Yagi, Miwako Kuboki, Teruo Kuboki, Mar. Kuboki and Akira Sato.



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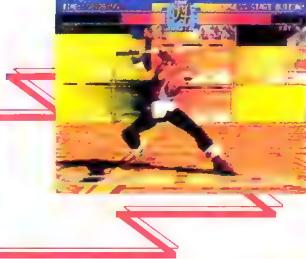
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**SPECIAL REPORT: TOSHINDEN 2****TOSHINDEN RETURNS**

The PS's first smash hit polygon 3D fighting game, "Toshinden", has returned! The interesting thing is that the arcade version will be available before the PS version and, believe it or



LOOK FOR TOSHINDEN 2 IN THE ARCADES LATER THIS YEAR.

not, the arcade version will be released by the company who brought you the successful "Street Fighter" series, Capcom. We got an early look at the Amusement Machine show, which was held on September 15 and 16 in Japan. Capcom had the demo version of "Toshinden 2" for the arcades at the

gauges is called the "Overdrive Gauge." Though we don't know exactly what it is for, I guess this gauge has something to do with special attacks or maybe Takara's new play system.

The original 8 characters have returned. Each character has a new costume and the last boss, Gaia, fights without his armor and can be picked as a useable character.

Usually, when publishers release sequels for a series, they add new characters. That's right! As you can see, there is a mysterious guy with a sickle and a brand new female character with a Ton-Fan. Both of these pictures are demo's, so they are not final yet.

We'll have more coverage of Toshinden 2 next month.



show. We will bring you a full report on the AM show next month.

We should mention a few differences between the first one and part 2. As you can see, the graphics are incredibly improved and the textures are all redone. The faces of the characters are much closer to the illustrations.

Many of you are probably wondering what those two gauges on the bottom of the screen are for. One of the

**A FIRST LOOK AT T2'S NEW FIGHTERS!**

This first character is known as Chaos. He carries a large sickle and is dressed like some sort of monk. Unfortunately, there is no other information on Chaos at this time. By next month, we should know more about his fighting style and background. We'll keep you posted.



In addition to the two fighters mentioned above, there are two other new fighters. One is a woman with a pink and yellow outfit, and the other is a man with a green and black outfit. Both of these characters are currently in development and have not been officially named yet.

**Zeitgeist™**

**THE SPIRIT OF THE TIMES**

GENRE • SHOOTING   DEVELOPER • TAITO  
USAGE • 1 PLAYER   AVAILABLE • NOW

## THE FATE OF EARTH LIES IN YOUR HANDS

Save the Earth from the...  
[REDACTED]

In the future, the Earth is being attacked by an enemy fleet. Your fleet is stationed in Jupiter, and you must warp your ship through an asteroid belt, and by a couple of planets, to get to Earth. On the way, you face fleet upon fleet of enemy ships. Most of the fighting is done in space, against foreboding enemy spaceships composed of 3D polygons. Enemy ship size varies from the little peons (cannon fodder) to the huge motherships (bosses).

The graphics on the ships are impressive, but if you take too long looking at them, you'll be staring at a game over sign. To make it worse, there are many flashing lasers and explosions which are thrown in to confuse you.



Level 3 takes place in the middle of a huge space battle. You fly back and forth between battling space cruisers which shoot each other. Explosions on the side look flashy, but make the game that much more difficult to play. The mix of side explosions, lasers, and the noise from your lasers and missiles make the game overwhelming. You don't know whether to dodge, shoot, or watch the bright lights.



Controls consist of standard ship movement with the option of plane controls (up-down, down-up). One button shoots unlimited lasers. The other releases missiles when you get a target lock.

A third button toggles between different views, and the final set of buttons are



the L and R buttons near your index finger. Holding one of the buttons will cause your ship to rotate clockwise or counterclockwise, without actually moving left or right. Hitting the two buttons simultaneously causes you to barrel roll, which makes your ship much harder to hit.

Levels 1 & 2 take place in space like the average space shooter. Level 3 is in

[REDACTED]

the middle of ship-to-ship crossfire. Level 4 flies you through a ship's hanger and narrow spaces. Level 5 takes place in the clouds. Level 6, which was as far as we made it, takes place on the Earth's surface. Each of the backgrounds is pretty unique, but the gameplay is the same throughout: Mainly dodge and, above all, try to stay alive.

Overall, the game has potential. The graphics are all there: polygon based spaceships, zooming lasers, and stunning backgrounds. Most of the sounds are lasers and explosions. The music could use some improvement, as it consists mostly of a monotonous beat. The later levels look better and the music improves.

### SELECT EITHER DEFAULT OR COCKPIT VIEW!!



DEFAULT VIEW

The default view is slightly behind your ship, so you can see things coming from the side. The other view is a cockpit view from inside your ship. This view is exciting and more challenging, but at times not practical as you get shot up from the sides.



COCKPIT VIEW





# Hermie Hopperhead

GENRE • ACTION  
USAGE • 1 PLAYER

DEVELOPER • SCE  
AVAILABLE • FALL '95

## SCE'S NEW MASCOT?

SCE is bringing you the first original character game for the PlayStation. Coming this fall, "Hermie Hopperhead" is a comical side-scroller with a new sub-character system, which provides intense action sure to blow your mind! Nintendo has Mario & Genesis has Sonic. Could Hermie become the PlayStation mascot?

The game begins with the main character, Hermie, being warped to another planet. The planet is mostly



EXPLORE EXCITING NEW WORLDS IN SCE'S HERMIE HOPPERHEAD, THIS FALL.

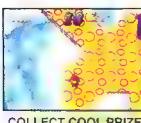


peaceful being inhabited mainly by eggs. However, a huge scrap factory called Mad Migo is trying to conquer this Egg Planet. Can Hermie find a way to get back to Earth?

Lately, side-scrolling action games have become plain because there have not been many new ideas. But, Hermie Hopperhead has some new features, tricks, and gimmicks to distin-

guish it from other side-scrollers. The "Otomo-kun" system features characters which hatch from eggs and help you throughout the game. Similar to your accomplice, Diddy, in "Donkey Kong Country", Otomo-kun follow you in your journey and are like an insurance policy. There are 4 different colored eggs and each egg hatches a different character. Unlike your friend in Donkey Kong Country, who was mainly for show, the Otomo-kun can be sent away from Hermie and they attack enemies by themselves.

Some people have said that the PlayStation could not deliver a good 2D platform game. Hermie Hopperhead should prove those people wrong, and open the door for a whole new genre of games for the PlayStation.



### BONUS STAGE!

COLLECT COOL PRIZES WHILE RUNNING THROUGH 3D BONUS STAGES.



NINTENDO HAS MARIO & SEGA HAS SONIC. COULD HERMIE BE SCE'S FUTURE MASCOT?



EXPLORE  
LAST  
WORLDS!



### THE WORLD MAPS

Before each stage, Hermie must first decide where he wants to go. Though the game runs on a set course, there are many tricks and secrets allowing you to proceed on alternate routes.

CAN YOU GUIDE HERMIE ACROSS NINE HUGE WORLDS?



# ZERO DIVIDE

GENRE • FIGHTING DEVELOPER • ZOOM  
USAGE • 1 or 2 PLAYERS AVAILABLE • NOW

EXPERIENCE A 3-D WORLD  
LIKE NO OTHER!

WELCOME TO THE FUTURE OF CYBERSPACE



Zoom's initial attempt at creative software for the Sony PlayStation has arrived. The result? A fast paced, outrageously texture-mapped, polygon fighter which moves at sixty frames per second, known as "Zero Divide". Not hesitating to take complete advantage of the hardware's Geometry Engine, Zoom demonstrates how developer-friendly the



PlayStation is to the average third party publisher.

Z.D. hurtles you into the future of cyberspace as a program user faced with the choice of eight computer generated warriors. Each warrior features its own unique fighting style. For example, EOS has been programmed to perform Karate and Judo

style techniques consisting of one-two combinations and traditional grabs, such as the "Tomoe Nage". Another challenger, Wild 3, uses a not so hand-to-hand approach. Wielding a knife in



## SAVE YOUR REPLAYS!

For those who enjoy re-living the joy of sweet victory or simply rubbing it in, Zero Divide introduces a feature allowing you to save your replays on a memory card. In the options menu,

you can turn this feature either on or off. Once saved, the replays can be slowed down, paused, and viewed from any angle.



IN ADDITION TO VIEWING YOUR EXISTING SAVED REPLAYS, MODIFICATION OF THESE FILES IS ALSO POSSIBLE. CUSTOMIZE IT THE WAY YOU WANT!



one hand and a rifle in the other, this unit prefers to blast away at the opponent from the other end of the play field.

In one player mode, your objective is to proceed through a staircase of competitors known as the XTAL Tower. Waiting for you at the top of the tower is a mysterious being named XTAL who comments on your more colorful techniques during battle.

Zero Divide's superbly detailed graphics could possibly be considered the most visually astounding of all home polygon fighters to date. Excellent use of texture-mapping and polygons with various shapes make up the nine units. Rotating cubes and rolling backgrounds create a suitable

# CHOOSE FROM EIGHT DEADLY FIGHTERS

CREATED BY THE PROGRAMMER OF EOS, THIS SWORD WIELDING UNIT IS ALSO OF TRADITIONAL BACKGROUND. VISUALLY SIMILAR TO A TINIAN WARRIOR, CYGNUS POSSESSES THE LONGEST COMBINATIONS IN ZERO DIVIDE. SPEED AND RANGE ARE THIS UNIT'S BEST ATTRIBUTES.



ZERO IS A WELL BALANCED HUMAN TYPE UNIT. ZERO IS A FAST AND HARD HITTER THAT USES VARIOUS MULTI HIT COMBINATIONS. POSSIBLY MODELED AFTER A PUNCH AND KICK STYLE OF KARATE SUCH AS SHOTOKAN. ZERO'S PROGRAMMER ALSO CREATED IO, THE TWO UNITS HAVE MANY SIMILARITIES.

DRACO IS A DRAGON-LIKE UNIT RATHER LARGE IN SIZE. FROM FIRST GLANCE, THIS BULKY UNIT WOULD SEEM TO HAVE PROBLEMS MOVING OR LIVING, BUT THAT IS HARDLY THE CASE. A LASHING TAIL AND THE ABILITY TO BLOW A SUDDEN BURST OF FLAME HELPS DRACO DESTROY THE ENEMY.



AN EXTREMELY BIZARRE BODY DESIGN UNLIKE ANY OTHER. NEREID'S BODY STRUCTURE PLAYS A KEY ROLE IN ATTACK STRATEGY. ESING HIS OBSCURE LEGS SUCH AS GRAB WHILE HE IS TURNED AWAY FROM THE OPPONENT. NEREID CONFUSES FOES RATHER WELL.



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A HUMAN FEMALE TYPE UNIT WITH A SLEEK CATLIKE DESIGN, SHARP NAILS AND A SLENDER PHYSIQUE HELP THIS UNIT TO ATTACK WITH AWESOME SPEED UNMATCHED BY ANY OTHER UNIT. FAST BIZZ COMBINATIONS ARE IO'S VICTORY.



THE USE OF ONE-TWO COMBINATIONS AND POWERFUL THROWS DESCRIBES EOS'S FIGHTING STYLE. VARIOUS TECHNIQUES FROM KARATE, JUDO HAVE BEEN PROGRAMMED INTO EOS IN ORDER TO CREATE A MORE TRADITIONAL FIGHTER. EOS BENEFITS GREATLY FROM COUNTERS.



WILD 3 THIS UNIT LOOKS LIKE A ROBOTIC TERRORIST. WITH A RIFLE IN ONE HAND AND A KNIFE IN THE OTHER, WILD 3 IS EFFECTIVE IN BOTH LONG AND SHORT RANGE. BAT. THE RIFLE IS AN EXTREMELY USEFUL TOOL FOR ANTAGONIZING THE ENEMY FROM A DISTANCE.



TAU IS THE MOST UNUSUAL LOOKING OF ALL THE UNITS. DUE TO TAU'S LARGE SIZE AND SCORPION STYLE BODY, EXPERIENCING TAU'S SHARP TAIL AND PINCHERS ALLOW TAU TO FIGHT FIERCELY FROM A STATIONARY POSITION.



## ONLY FOR THE PS!!



fighting atmosphere for the fighters. In addition, a variety of camera angles are available, not only in the replay mode but also during the game. A player's perspective is another feature which the designers kept in mind. This over the shoulder camera view

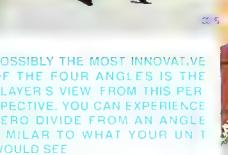
enables you to view everything from your unit's perspective.

Gameplay is similar to that of Namco's "Tekken" and Sega's "Virtua Fighter". Techniques are composed of tap left, tap left, then button; and tap left, button + button style commands. Strategies are also along the lines of Tekken and VF. Some moves must be blocked standing, others ducking. Most throws must be ducked to be avoided. Zero Divide's use of a ring edge has a novel twist. If you end up pushed over the edge, desperation moves are available while your character hangs from the edge by its fingertips.

Overall, Zero Divide is an enjoyable and challenging game which many are sure to enjoy. Aside from graphics, gameplay is the major factor that decides a game's lasting power. And ZD has it. In addition, many new features introduced by Zoom are sure to open the eyes of developers towards the seemingly endless power of the PS.



ZD'S USE OF VARIOUS CAMERA ANGLES ALLOWS PLAYERS TO ADD ADDITIONAL EXCITEMENT TO THE GAME. THOUGH THESE MIGHT BE DIFFICULT ADJUSTING DIFFERENT CAMERA PERSPECTIVES AT FIRST, THE PLAY CONTROL REMAINS THE SAME FOR ALL VIEWS.



POSSIBLY THE MOST INNOVATIVE OF THE FOUR ANGLES IS THE PLAYER'S VIEW FROM THIS PERSPECTIVE. YOU CAN EXPERIENCE ZERO DIVIDE FROM AN ANGLE SIMILAR TO WHAT YOUR UNIT WILL SEE.



# NEXT WAVE

## A COMPLETE LIST OF JAPAN'S UPCOMING PLAYSTATION TITLES

# SOFTWARE LINE UP

OCT. '95

RELEASE DATE	GAME TITLE	DEVELOPER	GENRE	PRICE (JP YEN)
OCT. 13	HYPER FORMATION SOCCER TOTAL ECLIPSE TURBO TOKIMEKI MEMORIAL TOKIMEKI MEMORIAL~LIMITED GAME NO TATSUJIN~ THE SHANG HAI WIZARDRY VII THE ONITAIIJI	HUMAN BMG VICTOR KONAMI KONAMI SUNSOFT SCE NIHON 1 SOFTWARE ARTRON EXING ENTERTAINMENT	SPORTS SHOOTING SIMULATION SIMULATION PUZZLE 3D RPG BORD GAME ACTION SHOOTING	5800 5800 5800 9800 5800 5800 5800 5800 5800
OCT. 27	TADAIMA WAKUSEI KAITAKUCHU! KAITEI DAISENKO SHICHUSUIMEI~PITAGRAPH PILE UP MARCH SOTSUGYO 2~NEO GENERATION	DATUM POLYSTAR PROSEED UNI RIVERHILL SOFT ATLAS EXECO DEVELOPMENT	ETC SIMULATION SIMULATION FIGHTING STG&CAR ACT	5800 5800 5800 5800 6800
OCT.	GOKETSUJI ICHIZOKU 2 THUNDER STORM&ROAD BLASTER DARK SEED YOSUKE IDE'S MAHJONG FAMILY FUJIMARU JIGOKU HEN S-VHS CABLE	GYAGAR COMMUNICATIONS SETA SCE HECT	ADVENTURE MAH JONG SLG/RPG S-VHS CABLE	5800 6500 5800 PENDING
OCT/95	THERBREAD BREADER 2 PLUS MAKERUNAI MAKENDO BREAK THRU!	DATUM POLYSTAR SHOEISHA FUJI TV	FIGHTING PUZZLE ADVENTURE	5800 5300 5800
NOV. 10	NIGHT HEAD	OPTECH	CONTROLLER	3480
NOV. 17	SUPER PRO COMMANDER TSUTENKAKU NAMCO MUSEUM VOL.1 MIRACLE WORLD ALONE IN THE DARK 2 BLUE CHICAGO BLUES	SCE NAMCO WIZARD EA VICTOR RIVER HILL SOFT JALECCO BMG VICTOR SUNSOFT SETA BANPRESTO	SHOOTING 6 GAMES IN 1 PUZZLE ACTION ADVENTURE SPORTS SHOOTING ADVENTURE SPORTS ADVENTURE	5800 5800 5800 5800 6800 5800 5800 5800
NOV.	MOERO! PRO BASEBALL '95 OFF WORLD INTERCEPTER EXTREAM HISSATSU PACHINKO STATION PERFECT GOLF DOKI OHKI W2W A.IV. EVOLUTION WOLFANG STREET FIGHTER 2 MOVIE STRIKER TIZ ~TOKYO INSECT ZOO~ AI SHOGI	ARTDINK EXING ENTERTAINMENT CAPCOM COCONUTS JAPAN GENERAL ENTERTAINMENT SOFTBANK BANDAI VISUAL TSUKUDA ORIGINAL TECHNOSOFT VISIT SUNTOS EA/VICTOR FAMILY SOFT	SIMULATION SHOOTING MOVIE SPORTS MOVIE TABLE TABLE ADVENTURE SHOOTER TABLE SHOOTER SIMULATION ADVENTURE BOOK	PENDING 5800 5800 5800 5800 5800 5800 5800 6800 PENDING PENDING PENDING PENDING PENDING PENDING PENDING PENDING PENDING 5800 5800 5800 5800 7500 5800 5800
DEC. 01	RETURN TO ZORK OTHERO WORLD 2 REVERTHION	JAPAN CLARY BUSINESS BAP NAMCO	ADVENTURE SHOOTER RACING	PENDING PENDING PENDING
DEC. 15	THE SHINRI GAME STAHLFEDER			
DEC. 22	THEME PARK MTAMOL PANIC DOKI DOKI UFO WO OE!! YOSHIN NO KAN RIDGE RACER REVOLUTION			

# DATA BASE

JAPAN'S TOP TEN PLAYSTATION TITLES

## PS HIT CHART

#	TITLE	MAKER	GENRE
1	<b>ZERO DIVIDE</b>	ZOOM	FIGHTING
2	<b>ACE COMBAT</b>	NAMCO	3D DOG FIGHT
3	<b>Dragon Ball Z</b>	BANDAI	FIGHTING
4	<b>TEKKEN</b>	NAMCO	FIGHTING
5	<b>Ridge Racer</b>	NAMCO	RACING
6	<b>Arc the Lad</b>	SCE	ROLE PLAYING
7	<b>3X3 Eyes</b>	EXING ENTERTAINMENT	ADVENTURE
8	<b>PHILOSOMA</b>	SCE	SHOOTING
9	<b>Aquanote no Kyujitsu</b>	ART DINK	ETC
10	<b>Mobile Suit Gundam</b>	BANDAI	3D SHOOTING

## We Want to buy

#	TITLE	MAKER	GENRE
1	<b>ARC THE LAD 2</b>	SCE	ROLE PLAYING
2	<b>TOKIMEKI MEMORIAL</b>	KONAMI	SIMULATION
3	<b>TEKKEN 2</b>	NAMCO	FIGHTING
4	<b>RIDGE RACER REVOLUTION</b>	NAMCO	RACING
5	<b>VAMPIRE</b>	CAPCOM	FIGHTING
6	<b>RPG TSUKOOL</b>	ASCII	RPG SIMULATION
7	<b>WIZARDRY VII</b>	SCE	ROLE PLAYING
8	<b>GENSO SUIKODEN</b>	ATDINK	SIMULATION
9	<b>FUJIMARU JIGOKUHEN</b>	SCE	SIMULATION
10	<b>KULONG'S GATE</b>	SME	RPG

## IMPACT'S CHOICE FOR NOVEMBER



### BOXER'S ROAD

- NEW
- SPORTS
- 2 PLAYERS

The diversity in customizing your fighter adds a great deal of personality to Boxer's Road. Being true to reality, you don't start off with all the necessary skills to beat the champ. Instead, you must train and work your way through the rankings. Even though Boxer's Road would probably not appeal to the mainstream gamer here in the U.S., we feel that it would be quite appealing to those of you interested in RPG or Strategy games. Let's hope this title makes its way to the U.S.

## We Want translated

#	TITLE	MAKER
1	<b>FINAL FANTASY FOUR</b>	SQUARE
2	<b>DRAGON QUEST SERIES</b>	ENIX
3	<b>VAMPIRE HUNTER</b>	CAPCOM
4	<b>DOKYUSEI</b>	SONY COMPUTER ENTERTAINMENT
5	<b>RAVE RACER</b>	NAMCO
6	<b>VIRTUA FIGHTER</b>	SEGA
7	<b>POLICE NOTES</b>	KONAMI
8	<b>PUYO PUYO</b>	SEGA
9	<b>SLAYERS</b>	
10	<b>MEGAMI TENSEI SERIES</b>	ATLAS



# BOXER'S ROAD

GENRE • SPORTS  
USAGE • 2 PLAYER      DEVELOPER • NEW  
AVAILABLE • NOW

## NOT JUST AN ORDINARY BOXING GAME

This game is dedicated to the real Boxing fan. "Boxer's Road" is not just a rapid punching game. Instead, you play the roles of trainer, manager, AND boxer for your up and coming hero. The realism and attention to detail will simply make your jaw drop. You will probably spend as much time training your boxer as you will actually boxing. Also, the simulated training is a vital part of being successful and having fun with this game.

Your first task on the road to the World Championship is passing the Pro Test. If you don't pass, your trainer will give you 3 more chances to pass the test. Once you qualify, you can pick your boxer class



and train for your first bout. It doesn't matter if you train him as a speed or power boxer, but the most important thing is weight. Each boxing class has weight qualifications.

If your weight is over or under the

qualifying weight, you can not fight and you lose automatically. This is the most frustrating part of the game that I can find. If you don't qualify for your weight class by being 1/4 lb over or under weight, then you must reload your saved game and try again. The annoying part is that the reloading takes at least 2 minutes. This two minutes may not sound like much, but it puts a damper on your enthusiasm if you continually keep missing the weight qualification. Once you qualify, it's time for you to test your boxer's ability.

Fighting is done in a 3D ring with 3D polygon characters. Buttons do different things, such as Jab, Hook, Uppercut, or Body Blow. You may also use the R and L buttons to sway back and forth or guard with your arms. There are many successful techniques in the game. For example, you can keep the opponent away with a few jabs and then step in and throw a right hook or an uppercut. Realistically, if you just stand still and



**MEALS**

One part of the training for your boxer is choosing what his diet consists of. Charts keep track of protein, sugar, fat, and water levels after every meal. If you want your character to build more muscle, you have to let him eat lots of proteins. Although, if your guy gets too buff, he might be too heavy for his weight class.



**TRAINING**

Once you set his meals, you enter the training menu. There are 9 different exercises available to train your guy. If you want your fighter to be quick, he must lose weight by Jumping Rope and Shadow Boxing. On the other hand, a hard hitter requires Sit-ups and Weightlifting in his training.

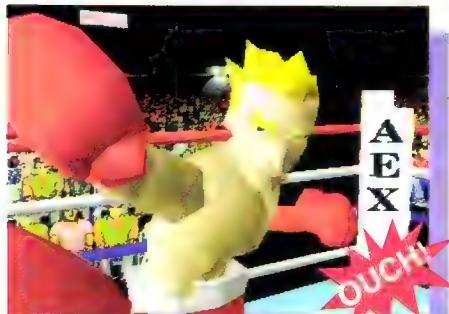


**SCHEDULE**

Using a calendar, you choose what days to train, rest, and spar. If you want to train him like a goat, don't let him take a day off, but his fatigue meter will increase. If he becomes exhausted, he will not get good results from the training. Just put yourself in the shoes of a real life trainer. Give him at least 2 days off a week and let him rest occasionally.



# BOXERS ROAD HAS GOT IT ALL!!



HES GOING DOWN!

## PHYSICAL LOOKS



You start the game by entering your character's name, ring name, then height. If you want to train your boxer to be a Heavyweight Fighter, you should make him at least 180cm. Once you enter the information, the screen changes to the character select. In this screen you choose your trunk color and the physical looks of your fighter. Even though a character's CG make him look stronger than another boxer, all of the characters are of equal status in the beginning. Also, there will be a noticeable height difference between a 160 cm boxer and a 200 cm tall boxer.

## UPPERCUT



## HOOK



## JAB



## BODY BLOW



throw a punch, it does not have much power behind it. The same goes with the game. You have to use your footwork and sway from side to side to avoid your opponent's punches. Then, as soon as you see an opening, throw your best punch! The 3D characters are so realistic that, if you get hit in the face, your character shakes his head and the sound effect makes it worse! As you fight, you will find yourself cheering for your character and really getting into the game.

An interesting thing about this game is that training directly impacts your fight. If you don't train his abdomen, then a solid punch to the stomach will drop your fighter, whom you spent months in the gym with. If you train him to be a hard puncher and your guy is slow, it takes forever to land a punch but, once you land one, your opponent will be sleeping on the canvas.

Boxer's Road is sure to cause some excitement as you train your guy and learn about the training regimen. One thing is certain; it is pretty hard to win a bout as your rank becomes higher. But, with every victory, you will experience great satisfaction! We hope this will be available in the US, and we bet it will be a #1 hit when it does come out.

## SPECIAL MOVES



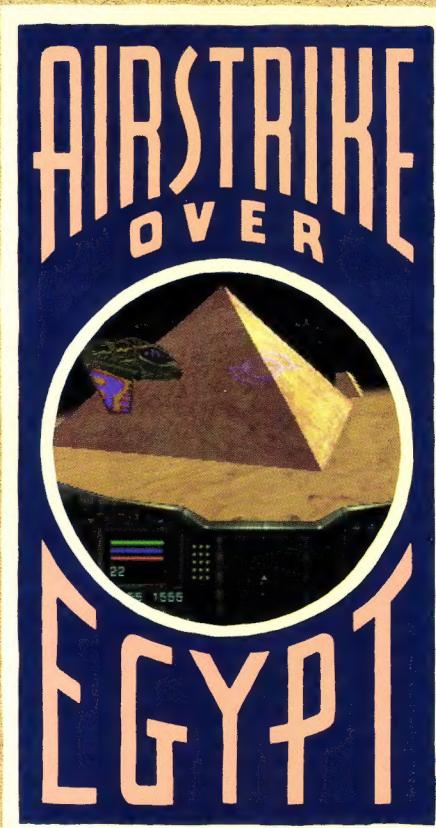
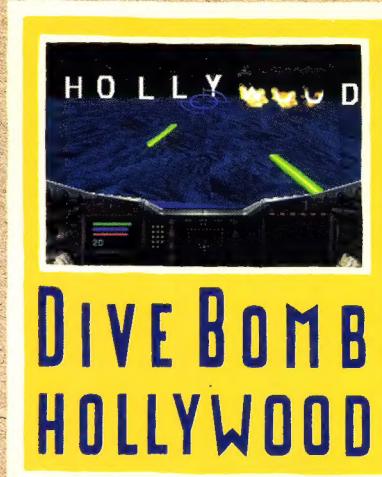
In addition to your normal punches (Uppercut, Hook, Jab, and Body Blow), there are also special moves. We received the game late, so we don't know everything about it, but I have seen the computer do a flurry of 6 punches or so. <left> <right> <down> <up> <right jab button> will do a big uppercut, which is the only special move we've figured out. This big uppercut can be done as many times as you want, but it leaves you very vulnerable if you miss.

## TAUNTING



Another interesting feature about Boxer's Road is the taunting. At any time during a bout, you can hold the <L1 button> in combination with any of the four regular buttons to do 4 different taunts. In one taunt you thumb your nose at your opponent. In another, you put one arm down and shake your fist. It may not be that realistic, but it's a lot of fun to dance like a clown or scratch your head like a monkey in the middle of a heavyweight fight.

# TRAVEL THE WORLD. BLOW THE HELL



# MEET NEW PEOPLE. OUT OF THEM.

OPEN FIRE!

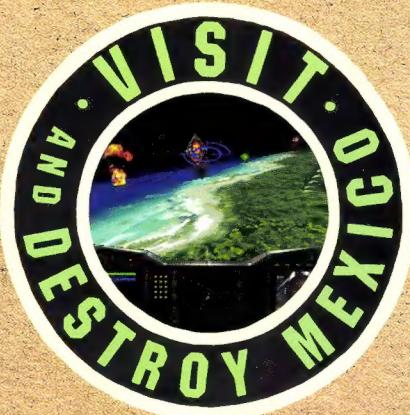


OVER ENGLAND

LEVEL



LAS VEGAS



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## SHOCKWAVE ASSAULT

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